EXHIBIT 2

(Proposed Redactions to Document Filed Under Seal at ECF No. 10-17)

Exhibit Q EXHIBIT FILED UNDER SEAL

James Ryan Highly Confidential April 06, 2023

Page 1 1 UNITED STATES OF AMERICA FEDERAL TRADE COMMISSION 2 Docket No. 9412 3 ----x In the Matter of: 4 MICROSOFT CORPORATION, 5 a corporation, : Highly Confidential 6 - and -7 ACTIVISION BLIZZARD, INC., 8 a corporation. 9 10 Videotaped Deposition of: 11 JAMES RYAN, in his individual 12 capacity and as Corporate Representative for 13 Sony Interactive Entertainment. 14 Taken on Thursday, April 6, 2023, at 8:30 a.m. 15 at the offices of Cleary Gottlieb, 2112 Pennsylvania 16 Avenue, NW, 10th Floor, Washington, D.C., before Teague Gibson, a Notary Public. 17 18 19 20 21 22 23 24 25

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1	O Do you think that this collaboration with	1	Q Why do you think that a Microsoft owned
2	Activision has lead to better features on	2	Activision would not be incentivized to do that?
3	PlayStation's Gen 5 consoles?	3	A I believe that their incentives their
4	A I believe that to be the case.	4	primary incentive will, at post-acquisition, would
5	Q If you look at the next sentence of the	5	be to optimize its overall Xbox business, not the
6	very last sentence on the page, that reads: This	6	business of Activision.
7	partnership would be lost. And it goes on to the	7	Q What, in your view, is Activision's
8	next page, it continues: Once Microsoft acquired	8	primary incentive right now, as an independent
9	Activision and SIE could no longer share	9	company?
10	confidential details about its next console in	10	A As an independent company, Activision is
11	development. Do you see that language?	11	incentivized to make great games on all platforms.
12	A I do.	12	Q Is that what they do?
13	Q Why could SIE no longer share confidential	13	A That's what they do.
14	details about its next console and development once	14	O The next sentence reads.
15	Microsoft acquired Activision?		
16	A We simply could not run the risk of a	L	
17	company that was owned by a direct competitor having		Do you see that language?
18	access to that information.	18	A I do.
19	Q What would be the risk of your direct	19	Q Who is Mojang?
20	competitor having access to that information?	20	A Mojang is the developer Mindcraft.
		21	Q Is Mindcraft a game?
		22	A Yes, sorry, Mindcraft is a game.
		23	Q Did Microsoft acquire Mojang around 2014?
		24	A I believe it was around about then, yes.
25	Q Are PlayStation 5's features of benefit to	25	Q Was Mindcraft already available on
	Page 35		Page 37
1	gamers, in your view?	1	PlayStation consoles when Microsoft acquired Mojang?
2	A In my view, yes.	2	A Yes, it was.
3	Q Why is that?	3	Q When Microsoft acquired Mojang,
4	A We believe that they provide for more		
5	enjoyable and more realistic gaming experiences.		
6	Q In your view, do those features approved	2	O The same lock at the most continue it words
7	point of differentiation for PlayStation?	7	Q If you look at the next sentence it reads:
8	A In my view, yes.		
9	Q Looking at the next sentence that reads:	ľ	and the land
10	Even if some Activision games remained on		Do you see that language?
11	PlayStation, SIE could not share in-development	11	A I do.
12	console features with a Microsoft controlled	12	Q Why is it that
13	Activision and Activision would have less of an		
14	incentive to develop its games to take advantage of		
15	unique PlayStation features or help SIE develop	15	Q Does that go back to your concern about
16	better consoles. Do you see that language?	16	your direct competitor having access to your
17	A I do.	17	information about consoles in development?
18	Q Why, in your view, would Activision have	18	A It does.
19	less of an incentive to develop its games to take	19	Q How sensitive is information about
20	advantage of unique PlayStation features or help	20	features in development for PlayStation consoles?
21	Sony develop better consoles?	21	A Immensely sensitive.
22	A I believe that Microsoft owned that	22	Q What is a game development kit?
23	division would not be incentivized to develop games	23	A It is a combination of hardware and
24	that take advantage of features that PlayStation has	24	software that game developers use in order to be
25	or that Xbox does not have?	25	able to create gaming content.
1		1	

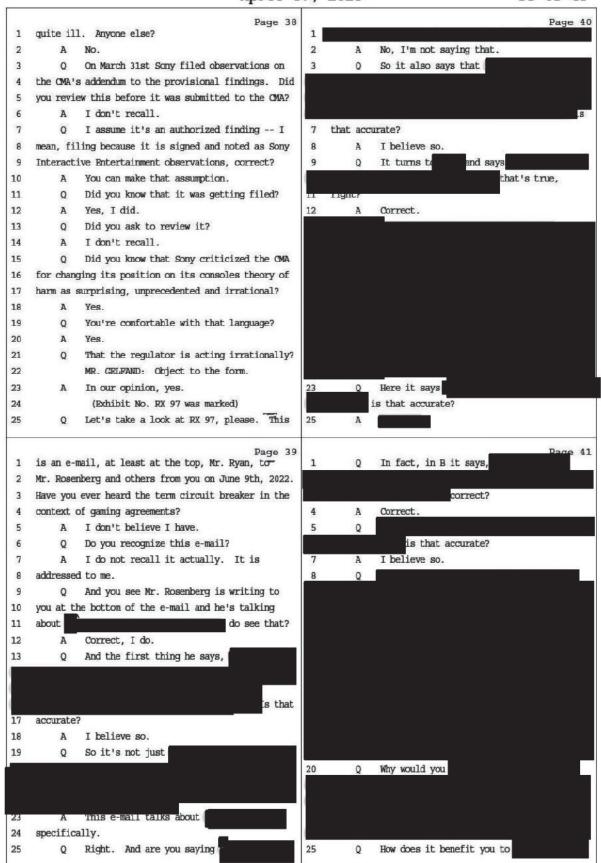
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